

## ABSTRACT

In one embodiment, a secure gaming system includes at least one gaming terminal and at least one gaming system server. The terminal(s) and server(s) communicate over a communication network. In one embodiment, a server forwards unapproved gaming software over the communication network to a lab, where the lab is configured to test compliance of the unapproved gaming software with a plurality of regulations. The server receives a notification of approval of the unapproved gaming software, where the notification of approval indicates compliance of the unapproved gaming software with the plurality of regulations. The server changes the status of the unapproved gaming software to form approved gaming software. When the server receives a request for a license to use the approved gaming software, along with an indication of payment for the license, the server downloads the approved gaming software to the requestor.